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(Since 1987 - Our 11th Year)

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APPLE POISED TO MAKE COMEBACK!
HERBOLD: "MAY THE BEST PRODUCT WIN!"

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The Publisher, Staff & Editors

Florida Lotto - LottoMan v1.35
Results: 04/25/98: three of six numbers with no matches

From the Editor's Desk...

Hmmm, Spring Fever is hitting here pretty hard. But the show must go on. We might go to an every other week release or even once a month for the summer.

e'll let you know. Just a friendly reminder.

I've begun an opinion essay that is certain to run for a few weeks with, I'm certain, some very interesting reader input. I can't help but wonder what Bob Dole and Bob Bork are really up to besides taking Netscape's money. You and I both know they're both virtual idiots when it comes to high tech software, the Internet and especially the world of Web Browsers. Yet, the Dork Twins are going tell Microsoft "all about it". Two things:. First, I think the joke's on Netscape and Barksdale and second these guys are eventually

going to help Microsoft's cause whether they like it or not because their presence clearly indicates; "this issue has become a political football".

The crux of the matter is how deadly is the Government's interference in the Free Enterprise System going to be toward the Nation's overall Economy? I feel we'll be in for a bad ride if the goofy "control freaks" (both State and Fed) chasing Microsoft have their dubious way. Microsoft is the least likely offender in the world of Trust Busting yet the Dorks have regaled MS as being the big, bad wolf.

We, the people, should demand that ConAgra, BFI, Bechtel and a few other beast corporations be busted wide open so price fixing on food, water, garbage

removal, waste management and housing could be brought to an end or, at least a reasonable cost. Anybody do their "homework" yet on these monolithic giants? If not; please do. You'll be unpleasantly surprised to find there is a Damien Thorn.

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a real pain to deal with. You'll be pleased to know you are able to download STReport directly from our very own FTP SERVER or WEB Site. While there, be sure to join our STR AutoMailer list which allows a choice of either Reading Online or Graphics Rich HTML.

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Compiled by: Dana P. Jacobson

Yahoo! Launches Computer Web Site

Yahoo! introduced Yahoo Computers, a new Web site providing computer news, forums and shopping.

The company said the new site -- <http://computers.yahoo.com> -- is designed to combine much of the computer-related content that already appears on different Yahoo sites, with additional new services into a single area that covers one of the most popular topics in the Yahoo directory.

The site will include news that is updated several times a day, industry rumors and content from Ziff-Davis Publishing's ZDNet Web site, as well as options to download new software, see listings of upcoming Net events, and even get answers to computing questions from a help desk.

Separately, Yahoo also reached an agreement Tuesday for Onsale to become its main auction content provider. Onsale sells a variety of merchandise, from computer electronics to specialty foods and time shares, through auctions conducted over the Internet.

Lycos CEO Reveals Plans For Online Service

Shares of Lycos, an Internet search engine company, jumped after its chief executive disclosed plans for a directory service and an online service that will both compete with Yahoo!

Lycos CEO Robert Davis said at a Hambrecht & Quist Technology conference in San Francisco that Lycos planned a World Wide Web-based online service, similar to Yahoo's venture with MCI Communications, though broader and deeper in scope. He said the service would be launched in conjunction with a yet-to-be named Internet service provider.

He said Lycos would make an official announcement in the next few weeks.

"We are going to be challenging them," a Lycos spokeswoman said, referring to Yahoo!. She also declined to comment on the exact timing or possible partnerships.

Davis did not provide further details on the plans for a directory service, which will also compete with Yahoo.

Yahoo's directory service, which uses Digital Equipment's Alta Vista search engine as its underlying technology, is a directory of Web sites, stock quotes, classified ads and weather, with localized versions for different cities and countries. Yahoo has become one of the most frequently visited Web sites on the Internet.

Netscape's Newest Gambit is Free Email

Netscape Communications Corp is adding free e-mail to its Netcenter home site, as part of a move to attract more users -- and advertisers -- to the Web portal.

Netcenter has played an increasingly important role at Netscape (NSCP), bringing in a quarter of the company's revenues last year.

Industry watchers say Netscape is strengthening its site to directly compete with directory services such as Yahoo! and Excite.

"(Is Netscape) still competing against Novell and Microsoft (in the enterprise software market), or are they now competing with Lycos and Yahoo!?" asked analyst Jim Balderston of Zona Research Inc. "If it's the latter, that's a pretty substantial sea-change from a year ago."

Netcenter, Excite and Yahoo! call themselves "Web portals" - i.e., a site through which users access the rest of the Internet. Yahoo!, the highest-traffic site on the Web with more than 30 million visitors a month, has lured visitors back again and again by aggressively adding free services such as e-mail, maps, insurance information, chat rooms and home pages, and its competitors have quickly followed suit.

Netcenter has traditionally drawn most of its traffic -- 800,000 visitors per day, according to the company -- from the fact that it is the default home page on every Netscape browser.

But that advantage is shrinking as Netscape loses browser market share to Microsoft Corp.'s Internet Explorer, and as such brand-name portals as Yahoo!, Lycos, Excite and Infoseek draw users with a larger array of services.

"It's a step in the right direction," said analyst Patrick Keane, of Jupiter Communications, referring to Netscape's e-mail move. "They need e-mail, they need chat, all the stuff the other guys have. It's a real

tit-for-tat kind of thing they're doing -- one service adds something and then all the others have to have it."

Keane said that while Netcenter is still a contender in the Web portal game because of its unique position as Netscape's home page, the browser company was in a better position to lead the portal market two years ago: "There's a little bit of 'late to the ballgame' here."

Netscape originally helped launch such companies as Yahoo! by driving traffic directly to their sites from the Netscape home page.

Netcenter will soon be peddling Internet access as well. The company already has deals in the works to resell the services of EarthLink and two other regional ISPs, according to Netscape representatives.

"We want to become the biggest portal on the Net by expanding the amount of services we have available," said Jay Moore, manager of Netcenter's Software Depot.

With the ISP deals, Netscape will be following in the footsteps of Yahoo! and MCI Telecommunications Corp., who recently launched a co-branded Internet access service.

Theglobe.com, a community site, is also offering Net access through EarthLink.

New Quantum Drives to Reduce Chances of 'HeadSlap'

Quantum Corp. on Monday will introduce its toughest disk drives yet.

A new series of Quantum Fireball hard drives will offer a new Shock Protection System that increases the drives' durability by working to reduce "head slap," officials said.

Head slap occurs when a drive is jarred during shipping or bumped when installed. As a result of the shock, the drive's magnetic heads, which hover above the platters where data is stored, can strike the platter and chip off minute pieces of its surface. That can foul the drive heads and cause a disk failure, Quantum officials said.

The new Fireball drives will come in sizes ranging from 2.5GB to 10.2GB at prices starting at \$169 for the 2.5GB Fireball EL. Quantum Fireball SE drives in 5.1GB, 7.6GB and 10.2GB capacities will be available for \$199, \$269 and \$359, respectively, company officials said.

The drives, which rotate at 5,400 rpm, offer a 512KB buffer and use an Ultra ATA interface for faster access to data.

PC OEMs, including Hewlett-Packard Co. and Gateway 2000 Inc., will offer the new Fireball EL drives when they become available in May, Quantum officials said.

Quantum can be reached at www.quantum.com.

Gateway Drops '2000' From Name

Gateway 2000 says it is officially dropping the "2000" from its name, introducing a redesigned logo and launching a new advertising campaign.

The new logo does not stray far from Gateway's trademark Holstein cows, which have come to represent the South Dakota-based company's Heartland roots.

The direct marketer of computers and related products said the new design combines a hand-drawn version of the cow-spotted box in which its equipment is shipped, with the Gateway name in green, a color chosen to portray "growth, momentum and vitality."

The advertising campaign was created by McCann-Erickson Worldwide's New York office, Gateway said, and features company employees assisting people searching for a customized computer. The tagline is "Let's talk about your Gateway."

"Gateway is evolving just as our clients' needs are evolving," said Ted Waitt, chairman and chief executive of Gateway. "More than ever before, consumers and business users are looking for solutions that are tailored to their specific requirements."

The first television ads will begin running during prime time on Thursday. Print ads will follow in business and computer publications during the coming months.

Regarding the name change, a spokeswoman said the company had to keep up with the times. "As the millennium approaches, it's natural for us to drop the '2000' so we don't sound dated. And most people know us by Gateway anyway," spokeswoman Angela Peacock said.

Earlier Thursday, Gateway said its first-quarter earnings rose to \$75.87 million from \$67.52 million in the same period last year. Revenues climbed to \$1.7 billion from \$1.4 billion.

The computer maker said its shipments in the first three months of 1998 rose 38 percent compared with the year-earlier period, though its average unit price fell 12 percent.

Apple, HP In Printer Pact

Apple Computer and Hewlett-Packard today said Hewlett-Packard has committed to making its future ink-jet printers compatible with the Macintosh computer operating system.

In return, Apple has agreed to resell Hewlett-Packard (HP) ink-jet printers to Apple customers in the educational market.

"HP's commitment to provide built-in Mac OS support with HP's industry-leading printers is a big win for Macintosh customers," Steve Jobs, Apple interim CEO, said in a statement.

Under the agreement, Apple will begin reselling two HP printers to its education customers, the DeskJet 890CM printer with a Macintosh network

bundle and the HP DeskWriter 694C printer.

Apple and HP also plan to work together to extend Apple's ColorSync software to HP ink-jet printers. "This agreement will enable HP to provide state-of-the-art printing technologies to a broad range of Macintosh users," said Antonio Perez, general manager of HP's Consumer Products Group.

FTC Conditionally Approves DEC-Intel Deal

The government approved Intel's purchase of Digital Equipment's microprocessor assets, but only after ordering Digital to share its sophisticated technology with two other chip makers.

The Federal Trade Commission decision clears the way for Digital and Intel to settle a patent dispute, but with new conditions aimed at preserving competition.

Digital manufactures the 64-bit Alpha microprocessor. But although Digital's chip moves with lightning speed, the market has been dominated by Intel's less expensive microprocessors.

Intel will acquire Digital's Alpha fabrication plant and had proposed making Alpha microprocessors for Digital alone, but at a fraction of Digital's cost, the FTC said.

However, the FTC ruled 5-0, that DEC must also license its technology to two other companies, Advanced Micro Devices and Samsung Electronics.

Under the FTC plan, AMD and Samsung can innovate and develop their own upgrades of the Alpha so long as they are compatible with existing versions.

In addition, Digital must begin the process of certifying IBM or another commission-approved agency as an alternate producer of Alpha chips. IBM spokesman Tom Beerman said it was "the first we've heard of the ruling, so we're not prepared to evaluate whether we want to produce the chip."

The FTC ruling essentially ends the patent dispute. Digital had sued Intel in May 1997, accusing it of copying patented technologies. Intel countersued and said Digital was using its patented technology.

The FTC and both companies expressed satisfaction with the resolution.

"The commission's order is designed to ensure that Alpha remains a viable competitive alternative to Intel's chips, by sending a strong message to the market that other major chip makers are now committed to Alpha's future," FTC Chairman Robert Pitofsky said in a statement.

"By protecting competition the commission has preserved consumer choice and encouraged continued innovation in the market for microprocessors," the FTC chief said.

Intel expressed relief that the deal was approved.

"We are just gratified that they approved the deal," said Chuck Mulloy at Intel in Santa Clara, Calif. "We are going to move forward as quickly as possible to close the transaction."

Digital's CEO, Robert Palmer, said he was "very pleased that the FTC not only has cleared the Intel transaction but also has endorsed Digital's plans to assure Alpha technology is available in volume quantities from a number of sources."

The FTC decision comes at a time when the agency is engaged in a searching, long-term investigation of Intel's business practices to determine if they are anticompetitive and illegal.

The FTC is also reviewing Compaq Computer's \$9.6 billion purchase of Digital.

Analysts said the FTC would have been hard-pressed to kill the settlement entirely, but with an investigation, it could hardly permit Intel to corner the market on another microprocessor. Intel dominates the market for microprocessors with its Pentium and x86 series.

"In an environment when they are investigating Intel, merely to maintain the credibility of that investigation they had to get something out of its acquisition of the Alpha technology," Daniel Wall, an attorney with McCutchen, Doyle in San Francisco, said.

Wall said he believed the remedy would have little impact because Alpha had been uncompetitive.

But George Cary of Cleary, Gottlieb in Washington, who was a key official at the FTC until a few months ago, was more optimistic.

"This solution eliminates any lingering concern that the Alpha will remain competitive," he said. "Digital controls the chip, and Samsung and AMD both have terrific incentives."

An industry analyst came closer to Cary's view.

"It's a positive for AMD," said Mark Edelstone, a Morgan Stanley analyst in San Francisco. He said that in its next generation processor, the K7, AMD had announced plans to use the Alpha's bus technology. A bus enables faster communications between the processor and other components in a PC.

"Had Intel sole rights to the technology, that might have erected potential roadblocks (for AMD)," he said.

A spokesman for Sunnyvale, Calif.-based AMD said AMD already has negotiated the rights to the Alpha bus for its K7 chip but that the possibility of getting rights to the Alpha processor technology is very exciting for the company.

"They have great technology and we have great technology and this will give us an opportunity to work with both and blend them and create something that is just outstanding," AMD spokesman Scott Allen said. He said he could not be specific about what AMD's plans would be with Alpha because the FTC decision caught everyone at his company by surprise.

"We are not talking about any specifics until the deal becomes official," he said.

Newton Programmers Seek Buyout From Apple

A pair of disenfranchised Apple Newton programmers say that they, in partnership with two companies, have secured nearly half of the investment funds needed to either purchase or license the PDA's underlying technology from Apple.

E. Karsten Smelser and Adam Tow, co-founders of the Newton Developers Association, said Thursday that they are launching an investment drive with Newton third-party developers Planet Computing, a maker of wireless technologies, and Enfour.

The group hopes to raise the remaining funds needed to secure the Newton hardware and develop it for what they say are lucrative vertical business markets such as transportation and health care.

"With the incredibly large potential market for the Newton, we want to hold a very public call for investors and support -- we are going to hit the street hard," said Smelser.

Smelser said he had been in discussions with Enfour's Richard Northcott, and Sina Tamaddon, Apple's senior vice president of special projects, about acquiring the technology.

"There was a lot of talk about what it would cost to get all of the hardware specs on the existing devices, as well as the ones about to come out: the tablet ... version of the MessagePad with the larger screen, and the business version of the eMate that was under development," said Smelser.

At Wednesday's annual Apple shareholder's meeting, interim CEO Steve Jobs addressed the Newton for the first time since the company canceled the product line in February, calling it "good technology."

Jobs said that Apple would consider licensing the Newton technology, but that no offers had yet captured the company's attention. However, Jobs said, if Apple were to receive adequate offers, the company would "listen prudently."

Smelser said that previous offers to buy the Newton outright had ranged between \$10 million and \$50 million, though he would not go into specifics.

Smelser, speaking for the several hundred developers in the Newton Developers Association, said that Apple, in passing over the offers, was effectively eliminating a powerful technology with enormous potential for vertical business markets.

"It's suited to health care, retail sales, wholesalers," Smelser said. "Anything where you need to either gather data remotely, or access data remotely; where you can't flip a laptop open for an hour and a half until the battery dies."

Smelser said that prior to Apple's cancellation of the Newton, he was close to closing a multimillion-dollar deal that employed the device as

a wireless communications platform within the trucking industry. Now, he said, the platform has vanished from the market, and few other products even come close to being as powerful or as well suited for such business tasks.

Unless he can work out a deal with Apple, Smelser faces the task of porting his trucking application to the Casio Cassiopeia, a Windows CE-based device. That task is difficult, he said, owing to the structural differences between NewtonScript, the Newton programming language, and C++, as well as the form-factor differences between the two PDAs.

Newton said the Newton Developers Association formed in the wake of the PDA's cancellation, for the sole purpose of convincing Apple to sell the technology. He said many Newton developers have either shut down or are facing bankruptcy.

The Newton Developers Association is not affiliated with the consumer-oriented group, the National Newton Association, which is collecting funds to mount a lawsuit against Apple for allegedly mishandling the product's cancellation.

Neither Planet Computing, nor Enfour, could be reached for comment.

Apple Poised To Make Comeback

Apple Computer is confident of securing greater world market share and believes it is poised to make a comeback in the home user consumer market.

"We believe that in the last calendar quarter of this year, Apple will begin to grow in our market (share) year over year," said Mitchell Mandich, senior vice president of worldwide sales.

"We think we have the product strategy, sales strategy to really help accelerate that growth. So in a couple more quarters we will begin to grow revenues," Mandich said in an interview.

Famous for its ease of use, the Apple brand has steadily lost its market share in homes to Microsoft Windows-based systems because consumers feel far more programs can be used on it.

Apple's world market share has slid to just 4.6 percent from 9.6 percent in 1993, according to International Data Corp.

In Europe, its share is between three and 3.5 percent compared with market leader Compaq Computer with 15.1 percent in 1997, and IBM. Hewlett-Packard and Dell Computer following with 9.5, 6.7 and 5.8 percent respectively, according to market researcher CONTEXT of London.

But in fields such as publishing and education where Apple loyalty is fierce, the company's market dominance is anywhere between 50 percent and 90 percent worldwide, Mandich said.

And the company is poised to re-enter the home, he said.

"We are going to get reinvigorated in the consumer market. Over the

last several years we've really been pulling out of the consumer market and we haven't had a product that really fits the price point of today's consumers," Mandich said.

"You're going to see Apple later in this year with some products more oriented towards the consumer, the home user," he said.

The company, which lost some US\$1.8 billion in the last two fiscal years, returned to the black in the two most recent quarters.

Between October and December 1997 it had a profit of \$47 million and between January and March 1998 profits stood at \$55 million.

"In the last quarter, we grew our units by eight percent on a worldwide basis," Mandich said.

"We expect unit growth to continue and we expect revenue growth in the last calendar quarter of this year," he said.

Apple's stock has also been buoyed in recent months since the company said in December that it was keeping its co-founder and interim CEO Steve Jobs on the payroll for a while longer.

Mandich said Jobs's tenure at Apple could stretch further.

"My view is that he will continue in the interim CEO job for the foreseeable future. We suspect that we'll be together as a team for a while and Steve will be there as well," he said.

Jobs, who has made clear that his position was only temporary, took up the post in September 1997 after former CEO Gilbert Amelio was ousted by the board in July 1997.

A hunt has since ensued to find a permanent CEO, but Mandich said the search was now on the back burner.

"We're not really doing much of a search for a CEO. You can say it's on the back burner. It's going very slowly."

U.S. Senate Forms Committee On Year 2000 Bug

The Senate said it will form a special committee to handle issues arising from the so-called Millennium bug.

The panel, called the Senate Special Committee on the Year 2000 Technology Problem, will be headed by Utah Republican Bob Bennett with Connecticut Democrat Christopher Dodd as vice chairman.

The Millennium bug occurs because many computer programs record dates with only the last two digits of the year and may confuse 2000 with 1900 or generate other unexpected errors.

Concern has grown that many critical computers used by government agencies and in the private sector might not have cured the bug before December 31, 1999.

Reform efforts have fallen behind schedule, for example, on computers

that run the air traffic control system and at the Departments of Agriculture and Education.

In February, the Clinton administration established a council to oversee efforts to correct the problem in government agencies. President Clinton appointed John Koskinen, former deputy director of the Office of Management and Budget, to chair the new council.

Microsoft's Herbold: 'May The Best Product Win'

It's time for the government to let honest competition rule the marketplace. Not surprisingly, that was the message of Microsoft's chief operations officer Monday.

Bob Herbold began his address to the Hambrecht & Quist Technology Conference in San Francisco on something of a strange note. He said he wouldn't be detailing Microsoft's failures for the investment crowd. "They usually get reported in the press."

But Herbold did mention "a legal issue," which apparently means the company's wrangling with the Justice Department isn't a failure in the Microsoft group-mind, if you consider the laws of transitive logic. The tiff in question, of course, is the current legal battle the company has been waging with the U.S. Department of Justice.

The government charged Microsoft in October with violating a consent decree designed to prevent the company from using its market dominance to unfairly gain even greater competitive advantages. Now, new, broader antitrust charges are being considered.

At issue in the current case is whether Microsoft's bundling of its Internet Explorer browser into the Windows 95 operating system is a violation of the 1995 consent decree. But what's not clear is the implications the case carries for the upcoming release of Windows 98.

"We don't attempt to speculate," Herbold said regarding potential delays to the Win 98 shipping date that might occur following a new court order. "We read the same press as you do. We have had no such requests to delay shipment." Windows 98 is currently scheduled to ship to manufacturers in mid-May, meaning a late June delivery to consumers. For now, Herbold is sticking to those dates.

That said, Herbold then put the full Microsoftian spin on the issue: It's a case, he said, of the government meddling with corporate innovation rather than one of antitrust violation. "The principle we are fighting for is that each and every company needs to have the ability to innovate ... to listen to their customers ... and to build (features) into their products. And may the best product win."

Herbold painted Microsoft's version of a bleak future for his audience. They were asked to imagine a world in which no bundling was allowed. What if, Herbold wondered, Microsoft did not integrate its browser and other products into its operating system?

"How would you like to load all the different capabilities? ... What the world wants is simplicity. For you to take new features and embed

them so finely into your products ... That's what Microsoft believes should continue." Herbold added that heavily regulated industries tend to be short on innovation and pretty expensive for consumers.

The rest of his talk was spent trumpeting the success of other Microsoft products. But Herbold may have erred while discussing the release of Office 98 for the Mac.

"That business is robust," he said, before throwing in the qualifier, "as robust as Apple's business is." The audience murmured a half-laugh, but the feathers of the Apple loyalists were ruffled.

Herbold said that over 100 software developers were signed up for "Team VCI" (that's value chain initiative). Team members who've joined the Microsoft program pledge to make all of their software Windows NT compatible, and strive to make data tracking and sharing more efficient, especially for manufacturers.

Herbold also described the new features of Windows 98 and said that the upgraded operating system will include DVD compatibility, more browsing capabilities, and the ability to hook up a television to presto-change-o the PC into a WebTV.

As for the future? Herbold mentioned research in 3D graphics and natural language and speech recognition. He continued the theme of Justice Department defensiveness, "Nearly every software vendor will want to integrate (those tools)."

But you know what Microsoft really wants - entry to every living room in America. Herbold gave the audience a glimpse of Microsoft's trek to this destination point: he mentioned the company's \$1 billion investment in cable company Comcast Corp.; its deal to get Windows CE into a number of set-top boxes to be deployed by Tele-Communication Inc. and other convergence plans.

And Herbold described the company's vision of the future: "the Internet should emerge as the next mass media. It will be a blurring of the Internet and TV. You'd better be ready for change."

AOL Cleared In Drudge Libel Case

America Online said that a U.S. judge dismissed the defamation suit brought against the company as a result of a story it carried on its online service.

The suit, filed in the U.S. District Court for the District of Columbia by White House aide Sidney Blumenthal in late August last year, sought to hold AOL as responsible for libel as the publisher of the story written by Internet columnist Matt Drudge that included allegations -- later retracted -- of spousal abuse.

Internet providers had watched the case closely as an indicator of how much responsibility they would have to take for content carried on their services.

AOL said U.S. Judge Paul Friedman cited the Communications Decency Act of 1996 as protecting Internet carriers from such suits.

The case against Drudge was not dismissed.

Through a spokesman, AOL said, "The judge's dismissal of the case against AOL is consistent with Congress' intent and with previous court decisions."

Boy Wins Legal Skirmish Over His Nickname

A legal scrimmage pitting a 12-year-old Pennsylvania boy against a toy company that has populated playrooms and workstations with Gumbies and Pokeys came to a happy ending last week.

The story began last fall when Christopher Van Allen, who has gone by the nickname "Pokey" his whole life, was given the hip birthday present of a domain name -- pokey.org.

A few months later a letter arrived from the Prema Toy Co., owners of the Gumby and Pokey trademarks, requesting that Van Allen turn over the domain.

He and his parents were taken aback and enlisted the help of Philadelphia law firm Woodcock and Washburn to stake Van Allen's claim to pokey.org.

"The first reaction from our lawyer was that it was an easy case," said David Van Allen, the boy's father. "It hasn't been anywhere near as easy as we thought it would be."

Prema counsel exchanged letters with the Van Allens' attorneys, arguing that the domain pokey.org dilutes the company's trademark. The company counsel also filed a complaint with Network Solutions, requesting that the domain be suspended.

But the site contains no reference to Gumby's sidekick, nor images of the limber horse. Instead, the Pokey Web, as the site is called, displays Van Allen's take on video games such as Quake and animation like South Park, as well as remedies for boredom.

After four months of legal wrangling with the toy company, the Van Allens' lawyer received a letter from Art Clokey, creator of Gumby and Pokey. Clokey had instructed his attorneys to withdraw the letter to Network Solutions and end the fight for pokey.org. According to David Van Allen, Clokey had only recently found out about the dispute.

The Van Allens were relieved at the missive.

"We are very, very happy," David Van Allen remarked. "This was the furthest thing from our minds when we gave the domain name to Pokey."

Virtual Reality Helps Doctors Plan For Surgery

Virtual reality can help doctors perform surgery and also offer a more

painless way to screen for diseases such as colon cancer, a Harvard radiologist said today.

Dr. Bradford Wood said the technology allows doctors to practice a procedure on a three-dimensional image before performing it on a human body.

"It helps to pinpoint which is the best way to go in," Wood said in a telephone interview.

A further benefit of virtual reality will be as a painless way to screen for colon cancer, he said. "It's another way to non-invasively find things."

The current test for this type of cancer is highly invasive. The doctor must insert a sigmoidoscope -- a long, hollow tube with a camera on the end -- into the rectum to get a look inside the colon.

Wood predicted the alternate method will encourage more people to get tested.

"For colon screening it will take off," Wood said. "It will be a big plus when you get more people to do it."

The American Cancer Society predicts that 96,500 people will get colon cancer in 1998, and 47,700 will die of it. Screening is considered a vital way to fight it.

Wood presented the results of a study on the use of virtual reality to plan surgery at the 98th Annual Meeting of the American Roentgen Ray Society in San Francisco.

To use virtual reality, doctors take images from normal magnetic resonance or CT scans and put them into a computer program. This creates a virtual three-dimensional image of the organ or area.

"You are looking inside the structures without actually going inside," said Dr. Mukesh Harisinghani, chief resident at Massachusetts General Hospital, where the study took place.

He added the technique not only gives doctors more specific information but lets them look at the images while performing surgery.

"It gives you information from a different perspective," Harisinghani said in a telephone interview.

For certain procedures like the removal of kidney stones virtual reality makes things easier by helping the doctor find the best place to access the stones, Wood said.

"It gives you a little more information of where things are than the normal CT scan slices," Wood said.

Wood predicted the technique will soon be more available because these uses of virtual reality do not require complicated computers or software. "The technology isn't new, but the application is," he said.

Koko the 300-pound gorilla logged on to the Internet Monday -- and clearly was not impressed.

During what was billed as the world's first "interspecies" on-line chat, Koko was far more interested in her toy alligator and dreams of dinner than in answering a barrage of questions from thousands of eager humans.

"I like drinks," Koko said, in one of her more lucid comments during the 45-minute dialogue. "Apple drink."

Koko's foray into the high-tech world of Internet chatrooms was sponsored by America Online and Envirolink, which together with the Gorilla Foundation near San Francisco set up the event to publicize the plight of the world's great apes.

Lowland gorillas like Koko are threatened by logging and poaching in their native habitats in central Africa, while their cousins, the mountain gorillas, number now fewer than 500 in the wild.

Koko, who is 26, was seen as the obvious on-line ambassador for her species. Raised and trained near San Francisco, she has studied modified American Sign Language for 25 years and is now said to understand some 2,000 words of spoken English.

Unfortunately, few of these were put into play during Monday's discussion.

"Lips," Koko said, using her codeword for woman. "Koko loves lips."

Dr. Francine Patterson, Koko's tutor and translator, said Koko's relative IQ was about 86 and that she reacts to many situations much like a human child. She dismissed one question about a fellow gorilla with the pithy "toilet" -- which Patterson said is her word for "bad."

Koko's laconic approach to the Internet was frustrating for the human chatters, who peppered her with questions ranging from her opinions on Darwinian Theory to her views on the new movie version of King Kong.

She did manage one shocker -- demanding "food and smokes" for her birthday -- but Patterson said Koko was tobacco-free and was really asking for her former pet, a kitten named Smokey.

Kevin Connelly, a spokesman for the Gorilla Foundation, said the cyberchat had gone as well as could be expected and that Koko had actually been cut off at times because the human entering her responses could not type fast enough. "She was responding to stuff longer than was typed in. The interface was a problem," Connelly said, adding that the event had been filmed and a more complete transcript of Koko's remarks would be made available.

He said that initial estimates indicated as many as 20,000 people logged on to talk to Koko, and that the session had been a success.

"Koko seemed responsive and chatty," Connelly said. "We're happy and we had a lot of media coverage. We hope it gets the message out there about what is happening to the gorillas."

Koko herself seemed unimpressed. After a stop-and-go conversation during which Patterson reported that Koko paused to clean up her room, play with her toys and gaze out the window, the gorilla finally pulled the plug on her Internet audience with a short, sharp command.

"Lights off. Good," Koko said.

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\$1,000 PRIZE FOR EDUPAGE & EDUCOM REVIEW STUDENT ESSAY CONTEST

Edupage and Educom Review are sponsoring a student contest for previously unpublished essays discussing any educational, organizational, social, or cultural aspect of technology now or in the future. The prize for best essay is

\$1,000. Deadline is July 31, 1998 and entries must be limited to 1500 words

or less. Each entry must be sent inside an e-mail message in ascii text (in

English) addressed to editor@educom.edu. Entries will be evaluated for originality, insight, and clarity of presentation. Decisions will be made by

John Gehl and Suzanne Douglas, the editors of Edupage and Educom Review. All

decisions will be final. Entrants must be enrolled as full-time or part-time

graduate or undergraduate students in any discipline at some institution of

post-secondary education.

COMPAQ IDLES PLANT TO MOVE INVENTORY

Compaq CEO Eckhard Pfeiffer is taking aggressive steps to clear out unsold inventory -- he shut down the company's North American plant for the first two

weeks of this month to allow dealers to time to move the merchandise they'd accumulated. Pfeiffer's goal is to trim dealers' inventories to just two to

three weeks' worth of goods by the end of the second quarter. In addition, Pfeiffer has imposed a hiring freeze to cut its workforce by 1,000 employees, and plans a stock buy-back of up to 100 million shares. (Wall Street Journal 24 Apr 98)

ANTITRUST ALLEGATIONS AGAINST INTEL

A U.S. district judge has issued a preliminary injunction against Intel Corp., saying the company likely violated U.S. antitrust laws when it withheld

products and technical information from workstation maker Intergraph Corp. The move could give the Federal Trade Commission an opportunity to expand its investigation into Intel's business practices. "It's a very damaging ruling," says one industry analyst. "The aftershocks could be extraordinarily strong." In his ruling, the judge said that Intel chips have

become an "essential facility," a legal standard that would require Intel to provide chips to companies that request them for product development. "We think the judge is wrong," says an Intel spokesman. (Business Week 27 Apr 98)

SIEMENS SELLS PC PLANT TO ACER

German electronics firm Siemens AG is closing its information technology unit and selling its European PC manufacturing facilities to Taiwanese PC maker

Acer Inc. The information technology unit, Siemens-Nixdorf Informationssysteme AG, will be folded into the company's communications networks, which will then be split into three new units focusing on "information and communication" services, networks and products. Along with making PCs to be

sold under its own name, Acer plans to make desktop and portable PCs under the Siemens name. (Wall Street Journal 24 Apr 98)

STATES TO SEEK DELAY OF WINDOWS 98

CNN and PC Week say that a coalition of state attorneys general will seek to delay the release of Windows 98 until they hold hearings to determine the legality of Microsoft's business practices. Microsoft is planning to release Windows 98 to PC makers on 15 May. (San Jose Mercury News 24 Apr 98)

COMPUTER INSURANCE

Lloyds of London is forming an alliance with two other insurance firms to provide companies insurance against computer viruses and computer sabotage, offering policies up to \$50 million on computer systems and data. One executive associated with the venture says: "The threat profile is changing. In the past, 80% of threats were from inside the company. More and more, the threat is across the Internet." (ZDNN 24 Apr 98)

CRIME IN THE INFORMATION AGE

FBI agent Dan Vogel in Oklahoma says that the No. 1 problem facing the FBI in that state is unscrupulous telemarketers who try to cheat the elderly and the vulnerable. "It's a \$40-billion industry. Usually, they are from out of state and the schemes will try to get people to buy overpriced products or send money in to win a prize." Do computers play a role? Vogel says, "All the crimes you see in society, including wire fraud and mail fraud, have shifted over to computers. Computers have made for an easier way to contact people." (AP 25 Apr 98)

FTC APPROVES INTEL PURCHASE OF ALPHA OPERATION

The Federal Trade Commission has approved the sale of Digital Equipment Corp.'s Alpha chip manufacturing operation to rival chipmaker Intel Corp. ^» on the condition that other companies can also make and license the chip. Digital (which is being acquired by Compaq) will continue to design its flagship Alpha chip and will license the technology to Advanced Micro Devices, Samsung Electronics, and perhaps IBM as well. (USA Today 24 Apr 98)

NETSCAPE CHALLENGE TO YAHOO! AND EXCITE

Netscape is planning to build its Netcenter Web site into an Internet gateway on a par with Yahoo! and Excite, and will begin by offering free e-mail.

Netscape expects to be able to use its position as the dominant browser maker, with 70 million users, to attract traffic to Netcenter. (ZDNN 23 Apr 98)

MARKETING MUSCLE?

Though acknowledging that its representatives met with Netscape executives in 1995 to discuss unspecified mutual "business opportunities," Microsoft denies a recent report in the Wall Street Journal suggesting that it wanted to

carve up the Internet browser market: "Microsoft did not at any time suggest dividing up the browser market or any other market." Netscape executive Marc Andreessen has a different memory of the meeting: "It was like a visit by

Don Corleone. I expected to find a bloody computer monitor in my bed the next day." (AP 24 Apr 98)

SCIENTISTS DEMO INTERNET EXPRESS LANE

Scientists at two national laboratories demonstrated a new "differentiated service" technology that gives certain types of electronic data higher priority for transmission over the Internet. In the demo, two streaming-video

signals were sent -- one with a high-priority mark and one without -- over an especially busy Internet route. The video marked high-priority arrived at a

speed of eight frames per second, versus one frame per second for the unmarked video. Within a year, it may be possible for research labs and universities that need more dependable Internet connections to pay a higher

cost for prioritized delivery. (Chronicle of Higher Education 1 May 98)

INTERNET COMMERCE SLOWED DOWN BY SOFTWARE SALES

While software ranks as the No.1 product sold over the Internet, companies are finding it's very difficult to deliver it online due to technical shortcomings of the Web. That situation is slowing the growth of Internet commerce, say industry observers. Of all the companies that sell software online, only about 15% have products that can be downloaded from the Web, according to recent surveys by both Forrester Research and Softletter.com, an industry-based newsletter. Still, online software sales are a growing market, with revenues up from \$20 million in 1996 to \$69 million in '97. Research firm Jupiter Communications predicts that sales will hit \$2.3 billion by '02, once digital subscriber lines and cable modems are more readily

available. "At some point, you'd have to be an idiot to go down the street to buy software," says an Aberdeen Group analyst. (Investor's Business Daily

28 Apr 98)

PG&E ENERGY SERVICES TAPS IBM FOR NEW COMPUTER SYSTEM

Energy services markeeer PG&E has hired IBM to develop a computer system for providing billing and other services to business customers nationwide. Currently, PG&EEs system handles about 20,000 to 30,000 customers, mostly in

California,,but the new Energy Services ystem will be designed to handle more than a million commercial ccstomers across the country. "I wwill allow uu to

serve an exponentially larger customer base than our current system," ays PG&E Energy Services ppresident. (Wall Street JJurnal 27 Apr 98)

CYBERSTAR HITCHES WAGON TO A SATELLITE

CyberStar, a uuit of the Loral Group, is planning to launch the first national satellite-delivered Internet consumer service next year, charging customers \$20 a month for a basic package of content derived from 50 different providers. The serviceewill also feature premiummcontent "channels," including games and fashion, that will be charged incrementally

based on use. Pay-per-view evvntswiill also be part of the new system.

onsumers will need to investinn small Ku-band receive dishes, priced at \$200 to \$250 (\$350 to \$400 for business customers). (Broodcasting & Cable 20

Apr 98)

PAY-PER-VIEW INTERNET NEWS BECCMING MORE COMMON

Consuerrrs are becoming more accustomed to paying for publications they access via the Internet. Somm examples: Microsofts Slate has 20,000 paid subscribers (\$19.95 a year), the Wall Street Journal Interactive Edition haa

200,000 paid subscribers (\$49.00 a year),,and Business Week hs recently begun charging an annual fee of \$42.95 to access part of its ebb site. (USA

Today 28 Apr 98) BORK ENDOOSES ANTITRUST ACTION AGAINST MICROSOFT

Former Supreme Court nominee Robert Bork, who has been hired by Netscape to lobby the Justice Department in favor of antitrust action against Microsoft

says, "Only a knee-jerk conservative would say there's never a case for antitrust. A monopolization case ought to be a rare thing, and this is one of those rare cases." Bork points out that Microsoft's documents "display a

clear intent to monopolize, to prevent any competition from springing up. And they have used a variety of restrictive practices to prevent that kind of competition." Meanwhile, a legal consultant to Microsoft says that recent

claims against the company "don't stand up to scrutiny." (Los Angeles Times

27 Apr 98)

GORE WANTS MORE WIRES IN THE SCHOOLS

Vice President Al Gore is advocating a strategy to set up the Internet ii every school in the nation's 50 largest school districts as well as 185 schools run by the Bureau of Indian Affairs. Gore wants Internet access to be provided through a special "education rate" and is calling for a Department

of Commerce, but it is not clear whether the subsidy would come from Internet service providers. (AP 28 Apr 98)

DOES TECHNOLOGY REALLY MAKE A DIFFERENCE IN THE SCHOOLS?

Linda Roberts, the director of Office of Educational Technology in the Department of Education, says there needs to be a serious effort to do research

that will help determine whether computees and the Internet improve student achievement. "It's critical. It's important to collect baseline data and to

deliberately track performance... School districts will be called to task for 'What are you doing with your money and what difference does it make?'"

(New York Times 27 Apr 98)

PORNOGRAPHY AND THE FIRST AMENDMENT

A radio newsman doing research on a story about child pornography is under felony indictment by a federal court in Maryland on pornography-related charges after he pretended to be a pornographer in online chat groups, and exchanged photos of young girls in lewd poses. The newsman, Larry Matthews, says: "It's a frightening thing. Can the government take any topic and say, the only thing you're allowed to report is what we tell you? What does it do to the First Amendment? Who will then keep watch on them?" The prosecutor's position is: "The defendant is seeking what amounts to an absolute immunity to violate valid criminal statutes when he decides to do so in the name of gathering news." (Washington Post 27 Apr 98)

13 STATES TO FILE ANTITRUST SUIT AGAINST MICROSOFT

Thirteen states are preparing to file a joint antitrust action against Microsoft to prevent the company from shipping its new Windows 98 operating system software. The attorneys general said they would rather have coordinated a federal-state action against Microsoft, but that they were concerned over the slower time frame within which federal government operates. Microsoft plans to begin shipping Windows 98 to computer makers next month and to release it to the general public in June, and the states felt taking any action after the PC makers began installing it on their machines would be significantly more complicated. Microsoft's VP for law and corporate affairs says: "This case involves a fundamental principle for us, the freedom of high-technology companies to continue to innovate on behalf of our customers. Part of innovation has to be integration. We are going to continue to integrate products." (New York Times 30 Apr 98)

KNIGHT RIDDER HEADS FOR SILICON VALLEY

Knight Ridder Inc., the second largest U.S. newspaper publisher behind Gannett Co., is abandoning its Miami headquarters for California's Silicon Valley. The move, which will put Knight Ridder closer to its San Jose Mercury newspaper, highlights its commitment to becoming a high-tech information provider. "There is no doubt that new technology and the emerging power of the Internet will greatly affect how people will get their news and information," says CEO Anthony Ridder. "As a news and information company, we want to stay very close to developments related to this new medium." (St. Petersburg Times 29 Apr 98)

FINAL DOMAIN PLAN DUE IN TWO WEEKS

Ira Magaziner, White House point man on the Internet, says he expects the final plan for revamping the Internet domain name registration process to be announced in two weeks. "Once it's issued, we'll move on with it," he says.

"We've met with dozens of groups and had good discussions with the European Union. We're bridging the gaps, and there'll be some modifications based on the comments we've received." The initial plan, presented in a "green paper," called for a private, nonprofit organization to appoint up to five independent organizations to be registries, each of which would administer one new top-level domain. (TechWeb 29 Apr 98)

CHINESE-LANGUAGE SOFTWARE USES VOICE-RECOGNITION

A former Apple computer software designer has developed a software program that recognizes 150 spoken Mandarin words a minute and could provide a breakthrough for Chinese computing. Hanyu Ziyin (Chinese-language companion), made by AsiaWorks, can process up to 50,000 words spoken continuously (no pausing between words), and can also recognize characters written with an electronic pen and pad, even in cursive script. The program boasts 90% accuracy with Beijing accents, but only 70% with others, one aspect that AsiaWorks is working to improve. (Wall Street Journal 30 Apr 98)

U.S. AGENCIES LAGGING IN ONLINE ACCESS

A report issued last week by OMB Watch, a nonprofit government watchdog group, says few agencies are fully complying with the 1996 Electronic Freedom of

Information Act regulations, which require them to post many public documents on their Web sites. The agencies had until November 1997 to comply, but a survey conducted between last November and January of this year found that no agency had met the full EFOIA guidelines, and more than 20% did not meet any of the regulation's requirements. "I think this demonstrates that most agencies don't put a high priority on providing public access to their information," says an OMB Watch policy analyst. (Net Insider

28 Apr 98)

NETCHANNEL LIKELY TO TURN OFF ITS INTERNET-VIA-TV SERVICE

NetChannel Inc., which provides an Internet-via-TV service similar to Microsoft's ebTV, plans to shut down its service this weekend, as it continues

to talk with America Online about an acquisition. NetChannel has signed up about 10,000 subscribers after less than a year in operation. AOL lent the beleaguered company \$5 million in November, and is said to be more interested in NetChannel's technology, employees and expertise, than in the

NetChannel service. "They're looking at developing something that is uniquely suited to the TV experience, not a replacement to the AOL service,"

says an executive familiar with AOL's plans. NetChannel's demise is a blow to Oracle, because its affiliate, Network Computer Inc., produces software for the NetChannel service. (Wall Street Journal 29 Apr 98)

SHARPER IMAGE FOR TINY SCREENS

The hottest new thing in display technology is organic light-emitting diodes

-- close cousins of the LEDs that light up watch displays. The organic version uses flexible films in place of hard semiconductor crystals, providing a

brighter, clearer image. Dow Chemical, Siemens, Lucent Technologies, Sony and TDK all are working on OLED prototypes for use in cellular phones and other handheld electronic devices. (Business Week 4 May 98)

CYBERHOME

Forrester Research predicts that by 2002, 10% of U.S. households will contain networked electronic devices, such as refrigerators that alert homeowners it's time to buy milk, or intelligent sprinkler systems that kick

on when the weather report calls for clear skies. (Information Week 20 Apr 98)

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Nintendo's Next Machine

With the N64's poor performance in Japan, Nintendo is trying to begin the design of its next system. Unfortunately, uncompromising management and other industry factors have stymied it at every step.

April 27, 1998

Nintendo is in the unenviable position of having to come up with a new console while its current offering flounders in Japan and Europe. Although experts acknowledge that the video games business is surprisingly incestuous by even

Jerry Spriiner's standards, recent developments taking place within two of Seattle's biggest corporations have made that fact clear for the whole world

to see. Next Generation Online exclusively reports on how Nintendo and Microsoft wound up eyeing the same company's chipset for the year 2000's biggest game console.

Few in the video game industry are aware of a rift that formed between Nintendo

and partner Silicon Graphics, Inc. just as their jointly-developed 64-bit game console rolled off production lines. Already beginning to feel financial strains due to changing market conditions for their high-end graphics workstations, Silicon Graphics found itself arguing over component

profits with notoriously tight-fisted Nintendo as the system's American

launch MSRP was lowered at the last minute before release. Although the companies maintained their working relationship, the decidedly traditional and hard-lined management at Nintendo had taken offense, and no longer considered SGI a lock for development of Nintendo's post-N64 game console.

Then several important events took place during 1997 inside of Nintendo, SGI and one of their former competitors. Weak Japanese sales of the N64 and its software lowered the company's confidence in the N64 platform, and American

sales were projected to fall off as key internal software titles were continuing to miss release targets by entire seasons. Demonstrably strong sales of PlayStation games in the inexpensive CD format had weakened the appeal of Nintendo's third-party development contracts, and Nintendo started

to believe that it was in the company's immediate interest to prepare a new console for release as soon as Fall of 1999. At the same time, a number of Silicon Graphics key Nintendo 64 engineers left the company to form the new

firm ArtX, with the express intention to win a development contract for Nintendo's next hardware by offering Nintendo the same talent pool sans SGI's manufacturing and management teams.

As it turns out, most of the industry's top 3D chip experts have been lured away

from smaller firms by accelerator developers NVidia, 3Dfx and NEC, so Nintendo's pool of potential partners was already shrinking when it began to

shop around for a new console design team. Enter CagEnt, a division of consumer electronics manufacturer Samsung, and here's where the confusion begins: CagEnt was formerly owned by 3DO, where it operated under the name 3DO Systems and developed the M2 technology that was sold to Panasonic for \$100 Million some time ago. When 3DO decided to exit the hardware business, it sold off the 3DO Systems division to Samsung, which named it CagEnt and gave

it roughly two years to turn a profit. CagEnt owned three key technologies:

a DVD playback system, a realtime MPEG encoding system called MPEG Xpress, and a completed game console with a brand new set of console-ready chip designs called the MX. Adrian Sfarti, who had formerly developed the graphics architecture design for SGI's Indy workstation, was the head of the MX project.

The MX chipset was a dramatically enhanced version of the M2 chipset sold to Panasonic and Matsushita, now capable of a 100 million pixel per second fillrate and utilizing two PowerPC 602 chips at its core. (CagEnt's executives also boasted of a four million triangle per second peak draw rate, though the quality of those tiny triangles would of course have been limited). Nintendo executives Howard Lincoln and Genyo Takeda were among a group of visiting dignitaries to tour CagEnt's facilities, culminating in late 1997 or early 1998 with a formal offer from Nintendo to acquire CagEnt outright. At this point, Nintendo had terminated its development contract with SGI (see SGI/MIPS Loses Nintendo Business).

As purchase negotiations continued, Nintendo worked with CagEnt engineers on preliminary plans to redesign the MX architecture around a MIPS CPU, as Nintendo's manufacturing partner NEC has a MIPS development license but none to produce the PowerPC 602. Nintendo and CagEnt flip-flopped on whether the finished machine would include a built-in CD-ROM or DVD-ROM as its primary storage medium, with Nintendo apparently continuing to insist that ROM cartridges would remain at the core of its new game system. Yet as DVD and MPEG technologies would have been part of the CagEnt acquisition, Nintendo would probably have found some reasonable use for those patents eventually. The MX-based machine was to be ready for sale in Japan in fall 1999 -- in other words, development of games for the new console would begin within literally months, starting with the shipment of dev kits to key teams at Rare and Nintendo's Japanese headquarters.

Although the asking price for CagEnt was extremely low by industry standards, talks unexpectedly broke off in early 1998 when Samsung and Nintendo apparently disagreed on final terms of CagEnt's ownership, leaving Samsung's management desperate for a suitor to buy the company. CagEnt aggressively shopped itself around to other major industry players. SGI's MIPS division, reeling from the loss of its N64 engineers to ArtX, allegedly considered acquiring CagEnt as a means to offer Nintendo the technology it had already decided it liked. Sega, 3Dfx and other companies toured CagEnt's facilities and finally CagEnt found a suitor.

In early April, Microsoft's WebTV division ultimately acquired all of the assets of CagEnt and hired on most of its key personnel. WebTV and Microsoft apparently intend to use the MX technology at the core of their next WebTV device, which as might be guessed from the graphics technology, will no longer be limited to simple web browsing and E-mailing functionality. The next generation WebTV box will be Microsoft's low-cost entry into the world of game consoles, melding the functionality of a low-end computer with a television set-top box and game-playing abilities. Having worked with Sega behind the scenes since 1993 or 1994, Microsoft has been quietly gathering the knowledge it needs to market and develop games for such a device, and now it has the hardware that even Nintendo would once have wanted for itself.

As for Nintendo, all signs point to a very unpleasant near future for the Japanese giant. Lacking internal hardware engineers with the necessary expertise to develop the next high-end chipset, Nintendo is now all but forced to either partner with ArtX, or one of the 3D accelerator makers who have been sucking the industry dry of all its most talented people, or perhaps join with one of its other major rivals. The latest word has it that

ArtX and Nintendo are in talks to work together, perhaps under circumstances similar to those under which Nintendo would have acquired CagEnt. Unlike CagEnt, however, ArtX does not have a finished console or even half-completed chip designs to sell Nintendo, and it would be unlikely that Nintendo would be able to scrape together a reasonable system by Christmas 2000 with ArtX's present limitations. Additionally, SGI's recent series of strategic lawsuits against Nvidia and ArtX seem to be intended to serve as garlic and crosses to stave off any Nintendo alliance with its tastiest potential allies: Nintendo might well fear developing a new console only to find out that its core technologies or employees are depending upon infringed patents, regardless of the merits of those patents or the lawsuits.

Meanwhile, the company continues to harbor tremendous concerns for the future of the Nintendo64 platform, which appears to be sinking deeper and deeper in Japan by the day. No's negotiations with CagEnt shed light upon the tremendous dependence the Japanese company now has upon Rare, which has been responsible for a number of the Nintendo 64's best-looking games and at least two of the machine's most popular -- Diddy Kong Racing and Goldeneye 007. As Nintendo's Japanese development teams have never been known for their ability to stick to release schedules, the company's third-party rosters have remained bare and its management has remained dogmatically fixated upon silicon chips as its sole means of profit, Nintendo's problems have set the stage for a truly interesting set of negotiations come this E3.

To sum up, readers need to understand that decisions and relationships made early in the design process of a new console can dictate a company's standing in the industry for the following five years. Ripple effects from these decisions can be felt in a company's bottom line can be felt for even

longer. Nintendo has found itself in the unenviable position of being without an established partner and with the clock ticking down. If Nintendo

should choose to go with ArtX (assuming it's able to fight off SGI's lawsuit), it will need to complete the chip design in an extremely short period of

time. If it doesn't go with ArtX, Nintendo will have to find a technology that is already suited to the console market or one that can readily be changed to suit a similar purpose. Either way, at this point the chances of

Nintendo hitting its desired 2000 release with a new system are extremely slim.

Courtesy Next Generation Online <http://www.next-generation.com>

GOVERNMENT (STATE & FEDERAL)
RUNNING UNCHECKED and DERANGED?

An Opinion

By R.F. Mariano

Here we are, about to embark upon a journey into a new Century and we find the U.S. Government behaving at its very worst. With Certain of the State's running a hot Carbon Copy. We must stop all this nonsense and start asking some very pointed questions of ourselves. After all, the Government is US. We must ask;

Where will it all lead?

Where will it leave the country's economy, taxpayers and business community?

Is all this turmoil truly in the taxpayer's best interest and ultimately their benefit?

Who, or what group is really benefiting?

Why are the Antitrust drives against Microsoft and Anti-Clinton Crusades allowed to continue?

Who and perhaps, what are the real instigators and motivators in these matters?

How can we best put an end to these Witch Hunts?

As an observer, a computerist, and a taxpayer, I feel I am more than qualified to make my opinions known. In course of the next few weeks, we'll explore the above questions a number of times. (I'm certain)

To begin, I must say its most odd that Clinton's activities in his private and most personal life and times must be used by a so-called professional investigator and accomplished attorney Ken Starr, in his rabid pursuit of Clinton over a land deal gone sour. A land deal that the Mellons lost their proverbial backsides over. Could it be the Mellon Group and Banking Concerns are not only indirectly funding but energetically pushing this inquisition forward not matter who or what is victimized in the process? Why is it the Republican majority finds it so easy to ignore the extreme injustices and violations of human dignity and respect that are perpetrated on an almost daily

basis by Starr and his entourage? Was it really necessary to have that poor old man, McDougal DIE in jail? I'm willing to bet Starr'll have a heckuva time explaining that to St. Pete. Are we as the nation's average citizens going to go for the two-faced back stabbing Newt Gingrich has managed to popularize in Washington D. C. political circles recently? Gingrich needs to be sent back to Georgia where he too can mock (talk so piously about correcting but doing nothing) the extremes in poverty His home State is so famous for.

No matter what the rabble rousers say, one of the major Clinton accomplishments has been the BALANCING of the FEDERAL BUDGET^ a BOOMING and VERY STRONG ECONOMY. An economy whose precipitation of wealth is reaching the "little guy" not being HOARDED at or near the top of the monetary food chain by the wealthy political clique found hovering around the Nation's power brokers. This is the usual result and standard operating procedure under Republican Administrations. This is one of the very basic reasons why Clinton's Democratic Administration is taking such devastating hits from the Republican Sides of the House and Senate. I offer a truly professional example

set by a "Stand Up" Republican.

I respectfully submit:

"Rep. Dan Burton said Thursday his House committee would try again to grant immunity to four potential witnesses in its probe of alleged Democratic campaign fund-raising abuses. The immunity was blocked last week by Democrats on the House Government Reform and Oversight Committee, triggering a blast of anger from House Speaker Newt Gingrich, who accused congressional Democrats and the White House of orchestrating a cover-up. Committee Democrats said they could no longer trust Burton to run a fair investigation after he called President Clinton a "scumbag" and said he was "after" him."

This guy needs to be run out of Washington D.C. on a rail; tarred and feathered! He makes makes a mockery of "Truth, Justice and the American Way! In fact he almost does it as well as Ken Starr. One can only wonder just how Burton ever won such a responsible position in our Nation's Capital. I can only wonder about his campaign promises, platforms and of course his backers. The campaign contribution received by his personal campaign in running for office ought to be thoroughly investigated, three to five layers deep. He certainly does not belong there. I would not trust Burton running a one man fruit stand in the Sahara Desert.

Have these foolish, hell bent for leather politicians lost their minds? I believe so. The US economy hasn't been as strong as it is in at least a decade and a half. The Federal Budget is balanced. The first time since the Eisenhower Administration. Yet, these fools insist upon trying to drag down and or otherwise discredit an Administration that's been more successful than any other in four decades! Why? Because the Republicans wish to stuff another Richard Milhouse Nixon down our throats? You BET!

Care to wager as to where the nations wealth and power was in those years? Big Business in the Military arenas was calling the shots and taking care of the Power Brokers on the Hill. A coupla hundred dollars for a toilet seat, a hammer and I can go on and on and on with this one. That's the Republican way. Line their coffers at the expense of the little guys, the average wage earners, the Social Security Recipients and the laborers of this nation. Heck they have no real money so how are they going to be heard if they have a squawk? Easy folks, in the Election Booth!! These folks have first to resist the rhetoric and empty promises poured all over them during the election campaigns. All they need do is remember which ones kept their word.

If Ken Starr and Newt Gingrich are allowed to have their way, the economy as we know it today is DOOMED. The M1 (street side cash flow) will dry up just as it always has every time a Republican Administration took office. The M1 is very tidily redirected to the money mongers and then. A slight "trickle

down economy" is allowed simply to placate the masses. Overspending by the Fed, more top-heavy government and appointed rather than elected agencies and committees will be created with far too much power at their disposal. Sad to say, but today's News Coverage of the IRS investigative and enforcement abuses bears these facts out to be true.

The benefits of the Starr Crusade seem to be flowing toward the Mellon Banking Group^ nothing monetarily speaking, simple revenge folks simple revenge^ . They want Clinton's Head on a Platter and will stop at nothing to arrive at that. We, as a Nation of civilized peoples, must put an end to this deplorable if not nefarious Whitewater thing once and for all. How many more lives must be ruined financially, morally, and socially by this selfish, disgusting inquisition?

Write to your Congress Critter or Senator. Even if you don't trust 'em. They'll have to act if they receive enough mail from their constituents. After all, they never wish to jeopardize that lucrative Pension that awaits them or all the cushy Lobbyist Appointments after they leave office or lose an election. Ask Bob Dole. Dole loans Gingrich \$300,000 to pay his Ethics Committee Fines. Birds of a Feather^ .Dole, now there's a character. Great War Hero, terrific "behind the scenes Politician, lousy candidate.. He ought to go home and live out the rest of his life comfortably. That is if His better half will allow it.

Where do most fledgling, unknown, Attorneys go upon graduating and passing the Bar? Some wind up in the Public Defender^ s office, others show up in the State Attorney's (DA's) Office, many seek employment in corporate law, and a few, in possession of exceptional grades and awards become employed by large successful Law Firms. Those in the employ of State or Federal Prosecutors^ . Must make a name for themselves or else be forever assigned to the everyday mundane do nothing, go nowhere cases that come up in droves. So, we find the "eager beavers" literally jumping on the "Get Microsoft Bandwagon" because with oit goes National Notoriety. Little do these neophytes realize, if Microsoft outright wins, the reason (all of them) will be placed squarely upon their inexperienced shoulders. Sure most if not all will get over it but the stigma will remain for decades if not for life. That's just a personal observation now comes the serious and most deadly observation. This effects us all.

If these Grandstanding Stateside Head Hunting Injunctions take place and Win98 is delayed^ . The only thing that^ ll suffer in the long run will be the strength of this Nation's Economy. I have ask: What ever happened to the Great WAR on DRUGS?? States Attorneys General and the Federal Attorney General pledging to wipe out Illegal Drugs in this country. Is this another joke perpetrated upon this Nation's taxpayers and VOTERS?? I think so. After all the Drug War Industry and all the peripheral businesses involved in the Drug War amounts to Billions being made every year.

An end to Drugs?? Not on your life nor in your lifetime! If the flow of Illicit

Drugs ceased tomorrow, this country would be plummeted into the worst Depression it would ever experience. Think of all the huge Penal Institution Management Corporations, all the extra law enforcement agencies, all the support businesses (food, clothing, medicine, etc) for the huge Jailhouse Enterprises that would be put out of business overnight. The Stock Market would Turn inside out! So. What do we see?? A major diversion for the public

eye (an antitrust boondoggle) and a scapegoat (Microsoft) so that the Joel Klein's of this world can justify their jobs and ultra high wages of better than a thousand dollars per week. To top it all off, an inferior product is being hailed as a victim, all to the joy of Jim Barksdale and friends.

This past week, we found a couple of political has-beens jumping up and landing

on the National News Spotlight, none other than Bob Dole and Bob Bork. What an ODD-Couple. Bork was a sensation in his "revealing" Senate Confirmation Hearings. Dole^ well, what can you say he's simply sour grapes.. doing just

about anything to remain in the public eye. From ridiculous commercials to Dole-like Trust-busting. (Duh!) He really has a handle on this matter^ during his failed Presidential campaign he had no clue as to what the Internet was let alone a Web Browser!

Next week, we'lll pick right up where we left off.

Jason's Jive

Jason Sereno, STR Staff
jsereno@streport.com

TEAC SHIPS 4X12 EXTERNAL CD-RECORDABLE DRIVE RETAIL KIT

Features 4X Write, 12X Read Performance

Includes a Valuable Software Bundle

04/21/98 -- (COMDEX/Spring, CHICAGO) -- TEAC, a world leader in the manufacture

of CD-ROM, CD-Recordable and removable storage technology, today announced the shipping of its 4X12 External CD-Recordable drive kit. As the first manufacturer to reach the 4X12 CD-R standard, TEAC has again positioned itself at the forefront of the CD-R industry with an exceptional solution for creating CDs.

The TEAC 4X12 External kit comes bundled with powerful, yet easy-to-use software that addresses the requirements of the multimedia professional and first-time user alike. The software includes: Adaptec Easy CD Creator, a premastering application that creates data and audio CDs for Windows 95/NT; and Adaptec Direct CD, which creates CDs by allowing users to drag and drop files from any source such as a hard drive, floppy or the Internet. The drive also includes the high-performance Adaptec PCI SCSI host adapter card for connecting to a PC, allowing the user to move the drive from one computer to another. The TEAC 4X12 External kit, model number CD-R55SE, has an MSRP of \$549.

"TEAC is committed to manufacturing the highest quality CD-R drives in the industry today," stated Les Luzar, division manager for TEAC's Data Storage Products Division. "With the new 4X12 External kit, we are providing the end user not only the highest performing CD-R drive in the market, but one that comes bundled with an extremely comprehensive software package, affording the end user an exceptional and complete solution in one kit."

The TEAC 4X12 CD-Recordable drive is also available in an internal model, the CD-R55S. This internal kit provides consumers with an easy and affordable way to create data and audio CDs in half the time of other recorders. The kit comes pre-bundled with software, including CeQuadrat Just Audio, a software program that creates custom audio CDs for Windows 95/NT; CeQuadrat Packet CD, which creates CDs and allows the user to drag and drop files from any source (hard drive, floppy, Internet) for Windows 95; and CeQuadrat CD Backup, a program that copies data, audio, video, photo or mixed mode from CD to CD. Other contents of the kit include interface and audio cables and mounting screws. The internal CD-R55S kit has an MSRP of \$449. Both internal and external 4X12 drives support CD-ROM standards such as 8cm or 12cm disks; Audio CD; CD-ROM mode 1 and mode 2; XA ready; CD-I; multi-session Photo CD; Video CD and Enhanced CD. The drive can write 650MB of information in approximately 15 minutes and reads all CD-ROM formats at 12X speed. Hence, it delivers twice the read and write speeds of today's popular 2X6 CD-Recordable drives.

The TEAC 4X12 External CD-Recorder is available to resellers and VARs through the company's network of authorized distributors. Since 1953, TEAC Corporation has long been an innovator and worldwide leader in the development and manufacturing of audio, video and data recording technologies. Its products are utilized in the computer data storage, consumer and professional audio and industrial video and instrumentation markets.

TEAC's Data Storage Products Division, a pioneer in both magnetic and optical recording technologies, is the world's leading supplier of floppy disk drives. The division also is a leading worldwide manufacturer of innovative CD-ROM and CD-Recordable drives, as well as optical storage solutions for both desktop and notebook computers. TEAC's data storage products are sold throughout the world. In fact, more TEAC data storage products can be found in the world's personal computers than any other brand. The company sells its products to leading PC system manufacturers, commercial and industrial distributors, and computer retail and mail order companies.

TEAC America, Inc. is active in the development, sales and marketing of these removable storage products throughout the United States, Canada and Latin America. At COMDEX/Spring, April 20-23, 1998, TEAC America will be exhibiting its full line of data storage products at Booth #2832 in McCormick Place, Chicago. For additional information, contact TEAC America, Data Storage Division Headquarters, 7733 Telegraph Road, Montebello, CA 90640. Telephone: (213) 726-0303. Fax: (213) 727-7672. Web: www.teac.com.

Special Notice!! STR Infofile File format for Articles

File Format for STReport

All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used. The article must be in an importable word processor format for Word 6.0 and/or Word Perfect 7. The margins are .05" left and 1.0" Monospaced fonts are not to be used. Please use proportional fonting only and at Twelve (12) points.

- * No Indenting on any paragraphs!!
- * No Indenting of any lines or "special gimmicks"
- * No underlining!
- * Columns shall be achieved through the use of tabs only. Or, columns in Word or Word Perfect format. Do NOT, under any circumstances, use the space bar.
- * Most of all, PLEASE! No ASCII "ART"!!
- * There is no limits as to size, articles may be split into two if lengthy
- * Actual Artwork should be in GIF, PCX, JPG, TIF, BMP, WMF file formats
- * Artwork (pictures, graphs, charts, etc.) should be sent along with the article separately
- * Please use a single font in an article. TTF Times New Roman 12pt. is preferred. (VERY Strong Hint)

If there are any questions please use either E-Mail or call. On another note, the ASCII version of STReport has reached the "end of the line" As the major Online Services moved away from ASCII. So has STReport. All in the name of progress and improved readability. The amount of reader mail expressing

a preference for HTML as opposed to our Adobe PDF enhanced issue is running approximately 11 to 1 over the PDF edition. Cited are size, graphic quality

and speed of download. I'm elated that requests for our issues in HTML far outnumber PDF. So PDF too, like ascii, is gone. HTML is now a reality. On our web download page is a selection for HTML (Read or Download). As you can see, STReport will not be caught in the old, worn out "downward compatibility dodge" we must move forward.

Many grateful thanks in advance for your enthusiastic co-operation and input.

Ralph F. Mariano, Editor
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Classics & Gaming Section
Editor Dana P. Jacobson
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> From the Atari Editor's Desk "Saying it like it is!"
"*****"

Okay, so I dropped a bombshell last week... The feelings had to come out sooner or later. Ralph offered a nice gesture by stating that there were possibilities of issues every other week during the summer, taking some of the pressure off the weekly deadlines. Seriously, I don't know whether or not that will make much of a difference. Perhaps. I haven't made any firm decision at the moment but I'll keep y'all informed.

I appreciate the few e-mails that I've received this past week from friends, staff, and strangers. I haven't begun my replies yet, but will get to them this weekend (it's supposed to rain here, so I doubt I'll be out in the yard working!). I also appreciate Joe's comments in his column this week. So much so that my initial urge to tell his wife about his comments regarding marriage was forgotten. <grin>

Anyway, the "show" must go on, so let's see what's in store for us this week!

Until next time...

New PHPLAYER 4.3 release!
From: William Wong <wongck@letterbox.com>

Hi Atarians!

PH Player 4.3 is ready for downloading at

<http://probehouse.home.ml.org>
<http://www.geocities.com/SiliconValley/6880/phsw.html>

and it is still FREEWARE !! Not shareware, cripple-ware nor nag-ware.

What's new -

- * Drag&Drop Protocol for Multitasking OS,
just drag sample files from desktop window onto the Player's GUI.
- * Signed/Unsigned playback.
- * Fixed some major bugs - MagiC & AV-protocol not file crash.

Compatibility -

- * DMA hardware (STE/TT/Falcon)
- * TOS, MultiTOS AES 4.1, MagiC

Supported sample formats -

- * Microsoft Wave (WAV):
 - MS PCM 8/16 bit, mono/stereo
 - MS ADPCM 4 bit, mono/stereo
 - A-Law/5-Law 8 bit, mono/stereo
- * IMA Wave (WAV):
 - IMA ADPCM 4 bit, mono/stereo
- * Sun/NeXT Audio (AU):
 - PCM 8/16 bit, mono/stereo
 - 5-Law 8 bit, mono/stereo
- * SUN (Mac? other?) Sound (SND):
 - PCM 8/16 bit, mono/stereo
 - 5-Law 8 bit, mono/stereo
- * Audio Visual Research (AVR):
 - signed/unsigned 8/16 bit, mono/stereo
- * SGI/Apple IFF (AIF):
 - PCM 8/16 bit, mono/stereo
- * Soundblaster sound (VOC):
 - 8 bits, mono/stereo.
- * Amiga IFF (IFF):
 - 8 bits, mono/stereo.
- * RAW format:
 - default to unsigned 8 bit, mono.

Support standard playback speeds.

Other Features -

- * Automatic detection of various famous format and playback speed.
- * Just drop a sample file on it's icon to play sample
- * No difficult options to configure
- * Non-modal GUI ideal for multitasking systems.
- * Supports Drag&Drop Protocol in multitasking system.
- * Multitask aware.
- * VA-protocol support - good as a viewer for other programs (eg CAB).
- * Fast sample loading & preprocessing
- * Change to a desktop accessory just by renaming from .PRG to .ACC
- * Play sample on .ACC startup
- * TT compatible.

Regards
William

Three Lions: The Official England Team Game is being launched to an English consumer marketplace, which feverishly awaits the appearance of

the England team in World Cup '98 in France this summer. In addition to the exclusive endorsement of The Football Association, whose Three Lions crest governs all amateur and professional soccer leagues within the United Kingdom, Take-Two has committed in excess of \$1.5 million in television, print, in-store, radio and event marketing to the launch of the product in England. Take-Two plans to release similar versions of the product carrying territory specific licenses in May in Germany, France, Italy, and Spain. In addition a United States release is planned for the summer.

Just as England makes its final preparations for its 1998 World Cup run, soccer fans across England will be given the opportunity to lead their customized national squad onto the field at home. England will be delivered a game that Official UK PlayStation Magazine calls, "Very, very good indeed. Challenging, innovative, and frustrating in equal measure, it's a pioneering release ... What's more, it plays a damn good game of football."

The game, which was developed by Z-Axis Inc., features over 50 real international soccer teams from the past and present, ranging from England's World Cup winning side of 1966, and Brazil's glorious 1970 vintage, to the modern day Chinese and South Korean teams. The game also supports tournament and friendly matches, and one and two player contests. Innovative features which are incorporated into the game, include: instant aim and shoot targeted shooting, one touch passing, on the fly tactical changes, and realistic individual player models of over 1,750 players from the world's best fifty international teams each rated by World Soccer Magazine in 16 different skill attributes.

The release of Three Lions: The Official England Team Game, marks the fourth new product release in Europe of a property acquired by Take-Two from its acquisition of all of the assets of BMG Interactive this March. Previous new releases include, You Don't Know Jack -- Deutsche for the PC, Grand Theft Auto -- Collector's Edition for the Sony PlayStation and PC, and Gex 3D: Enter The Gecko for the Sony PlayStation.

Sam Houser, Vice-President of Worldwide Development, said "Three Lions offers an extremely exciting first step into the lucrative soccer video game market for Take-Two. It is a great honor for our product to hold the exclusive endorsement of The Football Association. I am hopeful that this endorsement, coupled with the products outstanding quality of play, Take-Two's extensive marketing efforts, and the incredible interest in World Cup '98, will translate into strong consumer interest for Three Lions."

Take-Two Interactive Software, Inc., which commenced operations in early 1994, develops, markets, distributes and publishes high quality interactive entertainment software games for the PC, Macintosh, Sony PlayStation, Nintendo 64, and Nintendo GameBoy.

Recent product releases include: Jeopardy! 64 and Wheel of Fortune 64 for the Nintendo 64, JetFighter Platinum and Black Dahlia for the PC, Gex 3D: Enter the Gecko and Three Lions: The Official England Team Game for the Sony PlayStation and Grand Theft Auto for the Sony PlayStation and PC. Take-Two is headquartered in New York City. Corporate Subsidiaries include: Alliance Inventory Management, a wholesale distributor of video games and software products with offices in Midlothian, Va. and College Point, N.Y.; Take-Two Interactive Software Europe, Ltd., the Company's European sales, marketing, publishing and distribution arm, with offices in Windsor, U.K., Munich, Germany, and

Paris, France; GearHead Entertainment Inc., developers of the award winning Black Dahlia, based in Latrobe, Pa.; Mission Studios Corp., developers of the JetFighter series of advanced flight simulation games, with offices in Inverness, Il.; Alternative Reality Technologies Inc., developers of Dark Colony, with offices in Ontario, Canada; and SpiderSoft Ltd. a development studio in Lincoln, U.K.

NFL Xtreme is Playstation's First Arcade-style Football Videogame

FOSTER CITY, CALIF. (April 27) BUSINESS WIRE - April 27, 1998 - Sony Interactive Studios America, creators of the number one selling PlayStation(R) football videogame, NFL GameDay(TM) '98, announced today detailed specs for NFL Xtreme(TM), PlayStation's first NFL and Players Inc-licensed, five-on-five, arcade-style football videogame.

Complete with high-impact, hard-hitting NFL action, NFL Xtreme will be available this Summer exclusively for the PlayStation game console.

"NFL Xtreme will transcend the traditional football videogamer," said Jeffrey Fox, vice president, marketing, Sony Interactive Studios America. "With its arcade-style gameplay, NFL Xtreme will appeal to hardcore and casual sports fans, as well as to the millions of fighting and action-adventure videogamers."

With hundreds of marquee NFL Players, NFL Xtreme is fast-playing and high-scoring, with no out of bounds and no penalties, allowing videogamers to do things NFL players would get ejected from a game for doing.

"Forget sportsman-like conduct, NFL Xtreme is all about taunting, trash-talking, helmet flying hits and countless player celebrations; 50 plus touchdown dances, linebackers flexing their muscles after delivering a harsh blow and defensive linemen 'raising the roof,'" added Fox.

Complimenting Sony Interactive Studio's strong heritage in delivering exceptional gameplay excitement will be NFL Xtreme's stunning graphical presentation. Incorporating a 400 polygonal player model (four times the amount of polygons used to create the award-winning NFL GameDay '98 player models), NFL Xtreme players are re-created in exceptional detail, including large biceps, thunderous thigh pads and individual player scaling, including personal height and weight.

NFL Xtreme also incorporates actual NFL player movements, which were "motion captured" to enhance the gameplay realism. Players "motion captured" for NFL Xtreme include a virtual who's-who of All-Pros, like Pittsburgh Steelers' RB Jerome Bettis; Oakland Raiders' WR Tim Brown; Tampa Bay Buccaneers' FB Mike Alstott and LB Hardy Nickerson; New York Giants' CB Jason Sehorn; Seattle Seahawks' LB Chad Brown; and top NFL QB-to-be Ryan Leaf.

NFL Xtreme Key Features:

- Five-on-five, open eligibility, arcade-style, hard-hitting football videogame action
- All 30 NFL teams
- All 30 NFL stadiums with banners

- Individual scaling, weight and height on each player
- More than 50 endzone dances
- Players celebrate after touchdowns, sacks, big hits or getting a first down
- Ball carrier does high-step, spin move, hurdle, stiff arms, shoulder charge, dive over the pile
- Large python biceps and thunderous thigh pads on each player
- Trash talking on big plays; players taunting opponents
- 400 polygons per player (3D graphics)
- Real zone and man coverage with the latest NFL defensive schemes
- High resolution game presentation, including player shadows
- Play in rain, snow, wind, blizzards and the dark
- Water/snow/grass splashes with every stride of the players
- Play as any position on offense or defense
- Injuries (players limp when injured)
- Automatic instant replay after big plays

MGM Interactive Signs With AndNow for "Tiny Tank: Up Your Arsenal"

LOS ANGELES (April 27) ENTERTAINMENT WIRE - April 27, 1998 - MGM Interactive Monday announced that it has inked a deal with Edward Annunziata's AndNow, a San Francisco-based entertainment studio, to create its first original character-based platform game, "Tiny Tank: Up Your Arsenal," for the Sony PlayStation.

The action-shooter will feature an irreverent (and unlikely) military Tank hero, a bad-ass fighting machine with a killer instinct. "Tiny Tank: Up Your Arsenal" is being developed under the direction of Stewart Kosoy, executive producer, MGM Interactive, for release in the fourth quarter of 1998.

AndNow creates intellectual properties with unique characters and interesting storylines for exploitation across a variety of media, using the interactive medium as the primary launch vehicle. "Tiny Tank: Up Your Arsenal" is the brainchild of creative visionary, Edward E. Annunziata, a Sega of America veteran whose successes include "Ecco the Dolphin" and the "X-Men," among others.

AndNow will develop "Tiny Tank: Up Your Arsenal" with the help of Appaloosa Interactive, a premiere developer of computer and video games that Annunziata has worked with on such titles as "Ecco the Dolphin."

MGM Interactive manages creative development and production for the interactive products it publishes and assists in cross merchandising viable properties to other studio divisions. The Division publishes interactive products, for both PC and console platforms, based on both studio properties, such as the James Bond franchise and other classic film and TV licenses, as well as select original concepts.

"We believe 'Tiny Tank: Up Your Arsenal' has all the makings of a hit entertainment property across a variety of media," said David Bishop, president, MGM Home Entertainment. "The character and gameplay that we've seen so far in the PlayStation game are incredible. We are confident 'Tiny Tank: Up Your Arsenal' will be one of the most sought after PlayStation games this year."

In "Tiny Tank: Up Your Arsenal" players will engage in explosive

battles, capture mind- and strength-enhancing power-ups and piece together a multitude of hidden puzzles to advance through increasingly difficult levels. All of the fast-paced action will take place in highly detailed 3-D animated worlds.

"We have a strong vision for 'Tiny Tank: Up Your Arsenal' and feel that MGM Interactive's publishing strengths in the interactive market, as well as the opportunities presented by other studio divisions, will help to make 'Tiny Tank: Up Your Arsenal' an internationally successful entertainment property," said Annunziata.

Microsoft Boosts Accessibility to Internet Gaming

Netscape Support and Player Rating System Featured in Newest Version Of the Leading Internet Gaming Site

REDMOND, Wash., April 27 /PRNewswire/ -- Microsoft Corp. today released its latest update for the Microsoft(R) Internet Gaming Zone (<http://www.zone.com/>), featuring support for Netscape 4.0 and the latest versions of Microsoft Internet Explorer. The new version makes the Zone accessible to the majority of Internet users. With this new version, the Zone also introduced the new Zone Rating System, which allows game players to determine how they fare against other players. Chess and Age of Empires(R) will be the first games with the Zone Rating System, and new games are scheduled to be added to the system in the coming weeks.

"We believe online gaming is all about social interaction with a large and active community," said Ed Fries, general manager of the games group at Microsoft. "So we're very pleased that this new version of the Zone provides access for virtually everyone online."

Already home to nearly 1.5 million online gamers, the Zone has more than 7,500 simultaneous users at peak times -- and is gaining new registered members at the rate of one every 20 seconds.

The Zone is a collective place for gamers to play today's best games against others for free. Players have a wide variety of games to choose from -- including parlor games like Hearts and Chess, and action and strategy games like Jedi Knight: Dark Forces II, Age of Empires and the Fighter Ace(TM) online multiplayer game, the site's first premium game designed specifically for massive multiplayer gaming via the Internet. Furthermore, visitors can navigate through the site before downloading the Zone software required for game play.

In addition to Netscape 4.0 support and the Zone Rating System, the newest version of the Zone also features a new, streamlined interface, which reduces download times and makes getting into a game even easier. The Zone further assists its members with improved help and chat features.

The Zone offers a popular variety of classic card and board games such as Spades, Bridge and Backgammon. In fact, Spades has grown to become the most popular game on the Zone with peak usage of more than 2,000 players. In the past year, the Zone's lineup of CD-ROM games with free matchmaking has expanded rapidly with the addition of such popular Microsoft games as Age of Empires and Flight Simulator 98, and other top titles such as Jedi Knight: Dark Forces II from LucasArts

Entertainment Co., Quake II from id Software and Scrabble from Hasbro Interactive, a unit of Hasbro Inc. These additions have brought the total number of games available for play on the Zone to 32. The Zone also recently announced support for upcoming Tom Clancy titles Rainbow Six and Dominant Species from Red Storm Entertainment.

The Internet Gaming Zone has served Internet gamers since October 1995. In May 1996, Microsoft acquired Electric Gravity Inc., the original designer of the Internet Gaming Zone. The Internet Gaming Zone offers free membership with three components: free classic card and board games, free matchmaking for retail games, and access to premium games designed exclusively for the Zone (connect-time charges may apply). Most recently, Microsoft launched Fighter Ace, a World War II aerial combat premium game designed specifically for the Internet in which more than 100 players can dogfight in a single flight arena.

Accolade Aspires Action Amusements as Activision Buys Rights

Apr 27, 1998 (MULTIMEDIA WIRE, Vol. 5, No. 80) -- Accolade Friday sold the rights to one of its two big sports franchises to Activision, calling it a shift in corporate strategy to focus on the action genre in the U.S. and overseas.

Under terms of the deal, Activision acquires worldwide licensing and endorsement rights to develop and publish titles based on the Jack Nicklaus brand.

Activision is negotiating with developer Hypnos Entertainment, which created Jack Nicklaus Online Golf Tour for Accolade.

Activision is expected to bring a Jack Nicklaus-branded PC game to market in January. It will be the company's only sports title. Activision is "still evaluating" options to bring the game to PlayStation, N64 and Katana.

Action games sell well internationally and they are easier to localize than golf titles, Accolade Executive VP of Sales and Marketing Stan Roach tells MMWire. "Increasing international volume is critical to profitability," he adds.

Activision, however, sees it differently. "Golf is just as popular in the States as it is in the major gaming markets abroad," Activision Director of Marketing Hank Hartong says. And the addition of the Jack Nicklaus properties, acquired from Accolade, will help Activision push the titles into multiple worldwide markets, he says.

While financial terms were not disclosed, Activision gains the source code and hardware bundling rights for Jack Nicklaus 5, Roach says. Meanwhile, Accolade keeps all OEM bundling rights to Jack Nicklaus 4 and software bundling rights to Jack 4. Accolade also retains rights to distribute and market Jack 4 and 5.

Accolade "continues to invest" in its other major sports franchise, Hardball, which recently gained the official Major League Baseball license, Roach adds.

Psygnosis to Publish adidas Power Soccer '98 On PSX

FOSTER CITY, CALIF. (April 30) BUSINESS WIRE - April 30, 1998 - Psygnosis (www.psygnosis.com), a worldwide leader in the development and publishing of entertainment software, and adidas (www.adidas.com) announced today that Psygnosis will publish a further title in the highly successful Power Soccer series.

Entitled adidas(R) Power Soccer(R) '98 this complete new game will be released on PlayStation(R) game console in June 1998, coinciding with the World Cup (June 10 through July 12) in France. The Power Soccer series has sold over half a million units worldwide since its launch by Psygnosis in April 1996.

adidas and Psygnosis plan to support the title with comprehensive joint advertising and PR campaigns together with cross-promotional consumer and retail activity which is aimed to strengthen the two brands' positions in both sports and computer game categories during the crucial run-up to the World Cup. The campaigns will be conducted in Europe, North America, Asia and Australia.

adidas Power Soccer '98 recreates the excitement of the soccer match in a manner previously unseen in any video game. This is achieved through the use of advanced motion capture animations, a massive 10,000 player database, 34 stadiums, varied character performance and real-time weather and action effects.

adidas Power Soccer '98 includes a variety of game-play modes, from friendly to tournament and every aspect of the game can be tailored to the player's liking. Gamers can also link combinations of over 60 different special moves, made up of over 350 new motion-captured animations, to perform super shots and vicious physical attacks. The game has been developed by Shen Technology in conjunction with the Psygnosis' French development studio in Paris.

"We are pleased to be a part of adidas Power Soccer '98," commented Warren Mersereau, international marketing manager, soccer, adidas International B.V., Amsterdam. "adidas, the authentic soccer brand was the natural partner of Psygnosis in developing the game. It is a great addition to a very exciting year for adidas and soccer."

Added Nick Garnell, Psygnosis managing director of publishing, "This partnership with adidas together with Psygnosis own marketing and distribution strength will ensure that adidas Power Soccer '98 is a truly global product offering at the time of the crucial World Cup sales period. We are delighted to be able to offer an all-new soccer product that will shake up the competition."

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

Compiled by Joe Mirando
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Hidi ho friends and neighbors. If you read Dana's column last week, you found out that we think quite a bit alike. I'm not sure if that's a good thing or not... or even which of us should be either happy or worried (depending on your perspective), but I DO know that we both enjoy what we do. It's something quite special to be able to give information to all the people who read STReport every week. It's a feeling of having been there to possibly help someone who was feeling a little lost with all the new technology, jargon, attitudes, and options available about computers.

While that feeling is quite a nice one, getting to that point every week can be a bit daunting. There is a lot of work that goes into each feature in this magazine and, while each of us surely enjoys being a part of it, it does take a considerable amount of time to gather all the information, posts, email, and such that you read here every week.

And when another contributor either duplicates or parallels your contribution and you have to go back and change your piece just a bit, even if they complement each other, you have to wonder if the work will ever end for the upcoming issue.

Well, because I've got a lot of respect for Dana, I'm going to talk about something that I doubt he'll also be talking about... My anniversary.

Yep, that's right. This past Thursday was my fourth wedding anniversary. I still don't remember most of that day, but what I do remember was pretty wonderful. And, of course, the trip to Jamaica for our honeymoon was a great way to unwind after the party. Both Lisa (my wife) and I are getting better though. This year, we haven't cried every time we've seen a commercial for the Jamaican Tourist Board. This year we only cry every OTHER time we see it. <gr'n>

I can tell you one thing: I put off getting married for years. Not because I was afraid of commitment, but because I was afraid of all the work involved. Planning the wedding, paying for the wedding, the honeymoon, paying for the honeymoon, getting a place to live, paying for the place to live... get the idea?

As I said, I put off getting married for years. After having been married for the past four years, I can tell you bachelors assuredly and without any reservations...

IF YOU CAN DO WITHOUT IT, DO WITHOUT IT! <smile> As Norm Crosby once said: "A word to the wise is deficient".

Well, let's go take a look at all the great news, hints, tips, and information available online.

From Delphi's Atari Advantage Forum
=====

Michael Burkley tells Larry White about software CD's for the ST:

"I like the Crawley Crypt #1 (and #2) because they do a reasonable job of writing descriptions for the files. At least you can read the descriptions and get an idea of what the file is about.

But I do like the Suzy B's CD #1 and #2 more. Why? Well, I spent _years_ putting them together and I can't think anything else about them!

Actually, I think the descriptions of the files on the Suzy B's CD are the best around. The files are more varied as well.

In the GENERAL database is the catalog listing of much of what is on the first CD set. It is two CD's of about 14,000 programs and files, uncompressed. We have just re-released this CD in a ZIP compressed format that fits on one disk.

The new Suzy B's Atari Software Treasury #2 is also all ZIP compressed, except that I've included uncompressed versions of the animation files, some picture files, and some online magazine files. The CD is full, I think I could probably fit 2 or 3 meg on if I tried, but I had to keep of throwing stuff aside to get it to all fit. That will show up on the next CD.

There is some duplication on our first CD and the Crawley Crypt #1 CD, but not much from our #2 CD.

Al (at Computer Dungeon) and Kent (at System's for Tomorrow) can sell you either CD, or I can as well."

**I can vouch for everything that Michael said about the Suzy-B CDs. I haven't seen the new collection yet, but if it's even half as good as the first 2 CD set, it's something you shouldn't even think of missing. I had always thought that I had gotten just about everything I'd ever need from the four online services that I've belonged to (Delphi, CompuServe, Genie, and NVN), but when I looked through the Suzy-B CDs, I realized just what an amateur I am at collecting files. Michael has done a superb job not only with collecting the files, but in writing the descriptions. Thanks Michael!

Meanwhile Greg Evans, who is in the process of writing a program to help you with configuration files for STinG, Peter Rottengatter's "ST Internet Next Generation" of dialer and TCP/IP modules (and others). Greg posts this about his progress:

"I thought I had the RSC file ready to go but when I tried accessing some of my edit fields they wouldn't accept any typing. I don't know what's different between these and others I've programmed, but I am a bit rusty. I'll take a crack at it again this weekend."

'Turbo' Nick tells Greg:

"Hey, you're way ahead of me in that department - I've never programmed for the ST at all. Good luck - I'm looking forward to trying it when it's done."

Greg tells Nick:

"I've got the interface completed. I'm thinking about uploading it for people to test out before the underlying program is completed. All the

dialog boxes and alerts are non-modal and should work in single-TOS and any multitasking environment. It also should handle any resolution and color combo except low res. I'd like someone or two to take a look at the dialogs and make sure they are functional and clear. Any volunteers? The underlying programming should be fairly easy to complete after that."

**I've seen Greg's shell and I like it a lot. Of course all the coding isn't done yet, but the look and feel of a good utility is there already. Kind of like that television manufacturer used to say... "The quality goes in before the name goes on". Keep looking in this column for more information on "GEMSTing" as it becomes available.

Al Horton of The Computer Dungeon asks:

"Is anyone here into midi and midi programs at all? One of my customers has written a midi program and is thinking of making it Shareware. He has no modem (and says he's not interested in one) and has asked me to upload his program to a few places and get some feedback on what people think. I'd like to upload the program here (as soon as I receive it via postal mail) and would like to ask if some of you would be kind enough to upload it to any BBS's or FTP sites that you can think of.

Also, if anyone here is into midi at all, please take a look at it and let me know any comments so that I can refer them back to the author."

I don't know if I've mentioned it or not, but there's been a discussion going on in the forum lately about copyright laws and how they should affect software. Some people feel that the laws should be different for software. I'm not taking a side, just relaying the opinions of others. LMCCURE answers someone's question about why the laws should be different for software:

"Why should the (copyright) law be different for software than books or films?

Simple; the usefulness of a film or book rarely diminishes over time. OTOH, name one piece of software for a personal computer that exists today that will have any commercial value 20 years from today, much less 75 years from now.

Copyrights (and patents) were originated as a way of providing an assurance that the originator would have a chance to be compensated for their efforts, thereby providing further incentive for inventive and/or artistic endeavor. If copyrights were based on the concept of property, they would have no expiration date.

Keep in mind the only difference I proposed for software was that the full term would not be automatic, but would instead require periodic renewals. Only the disinterested would see their copyrights expire early."

Tony Greenwood, a wonderful programmer himself, tells LMCCURE that there is at least one category of software that will always have commercial value:

"GAMES....end of story...

You can read a book more than once.. you can play a game more than once.. Tell me at what point you think people won't like Tetris anymore.. or any of the other addictive games..

Why the heck should any of us keep programming when people ... are advocating that we should have less rights than book or film authors.. We deserve the same rights don't we?.."

LMCCLURE replies:

"Why should you keep programming? Simple: for the same reasons you do now.

If that reason is money, that would be the reason. What is the problem with asking anyone who gives a care about their product to fill out and send in a renewal form every 10 years?

How many 10 year old programs, games or not (not the concept, but the actual program code itself) are still commercially viable? How many that are 20 years old (not many, I'll wager, since that would put us back to 1978)?

To answer your last question, it should be obvious that I indeed do not believe software authors should enjoy the exact same rights as authors of literature, film, and music. After all, when was the last time the OS for a book became obsolete, or a film that was still physically intact could not be viewed, or transcribed to a new media without requiring a another more powerful film to closely emulate the characteristics of the first one? <grin>"

Michele Tavar adds his thoughts:

"Property is property is property..." Yes, for the past two hundred years or so. Before this (and up to now in many cultures which do not follow the patterns set in Protestant lands since the Industrial Revolution - see the recent conflitt over pirated CD's between China and the US), there was no such thing as "intellectual property". In other words, in most of the history of mankind, plagiarism has been not only accepted, but condoned, as the way for learning to be channelled from a generation to the other. A good apprentice was one would could copy his master best. After this, and only after this, did genius play a role. Now, of course, times have changed. Generations pass by much faster than ever. As the artist I once was I have personally created works of art (paintings and music) and at this point I wouldn't mind anyone copying them as nuchias they would like to. Of course I might not very well accept that they made big monies without passing a share over to me. But as the business person I now am, in fields not related with my artistic creations, I am very jealous and secretive towards competitors, and I probably wouldn't tolerate one instant that one of my designs got copied without royalties. What I am tring to say is that "Property is property is property..." is very, very relative, and very related to the dominant (American-European) commercial culture of our days. Who knows, thanks to the Internet, we might be within the next 50 years in a society where people give things to each other FOOp FREE - it has existed and it still exists many places around the globe.

There is a game played by children, and only children, but mainly girls, all over the world, for times immemorial. Don't ask me what it's called in English, but it consists in jumping between a pattern of squares drawn on the ground. Can you imagine how belittled Bill Gates would be if the creator of this game could have cashed royalties (shareware fee?) from all the children in the world?"

Greg Evans tells Michel:

"The game is called "hopscotch" here in the US at least."

Our own Dana Jacobson adds:

"The game is called hopscotch. As a young lad, I was a champion player. Yes, it was mainly a girls' game, but we boys made our version tougher. <grin>"

Tony Greenwood tells Dana:

"Yes it is Hopscotch here in England, not a girls game though, the only real girls game we have here is rounders, Always been for girls, boys where not even allowed to play it when I was at school....I think in the USA its called baseball ?..."

I really could not resist that <ha ha ha> and its true, by the way."

Okay, okay, I know that the last post was of dubious news value, but let's face it folks, it WAS funny! Good one Tony... just don't make a habit of it, okay? smile>

Michael Burkley of Suzy-B Software tells us:

"I just received the Calamus SL 98 upgrade in the mail two (or three) days ago. It's excellent! Faster, with a newly upgraded interface (you don't notice the difference until you find that the program does things for you in one mouseclick that used to take three clicks to do). I like it!"

Well folks, that's it for this week. Tune in again next time, same time same station, and be ready to listen to what they are sayinge when...

PEOPLE ARE TALKING

EDITORIAL QUICKIES

Two men are driving down the highway, drinking their beer, when flashing lights from a policecar appear in the driver's rear-view mirror.

"Don't worry!" says the driver to his friend, "Just do exactly what I tell you and everything will work out perfectly."

"First, we'll peel the labels off our beer bottles and we'll each stick one on our forehead. Now shove all of the bottles under the front seat! And, let me do all the talking!"

They pull over to the side of the road and the cop walks up to the car. He shines his flash light into the car and looks at the two drunks.

"Have you been drinking?" he asks them.

"Oh, No Sir," replies the driver.

"I noticed you weaving back and forth across the highway.
Are you sure you haven't been drinking?" the cop asks.

"Oh, no sir," the drunk answers. "We haven't had a thing to drink
tonight."

"Well, I've got to ask you," says the cop,
"What on earth are those things on your forehead?"

"That's easy, Officer," says the drunk.
"You see, we're both alcoholics, and we're using patches to help us
give up drinking!"

John Hole/WUGNET [Enfield,Middlesex,UK]

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